NES–ZE–USA

TO THE EARTH™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Nintendo Entertainmert System® To the Earth™ Pak. This game requires the Zapper® Light Gun accessory.

Game Summary

The year is 2050. The Earth has fallen victim to a bacteriological attack by the villainous Raggosians. The human race is facing the danger of extinction. YOUR MISSION: Pilot your spaceship, The Tempest, safely to the Earth and deliver a specially formulated antibacterial agent to neutralize the Raggosians' attack. This will be no easy task. To properly formulate this antibacterial agent, you must go to Uranus, Saturn, Jupiter, and the Earth to obtain certain mineral components. The Raggosians will do everything thtey can to stop you from reaching your destination. You must save the Earth! GOOD LUCK!

Please read this instruction booklet to ensure proper handling of your new game, then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the Game Pak.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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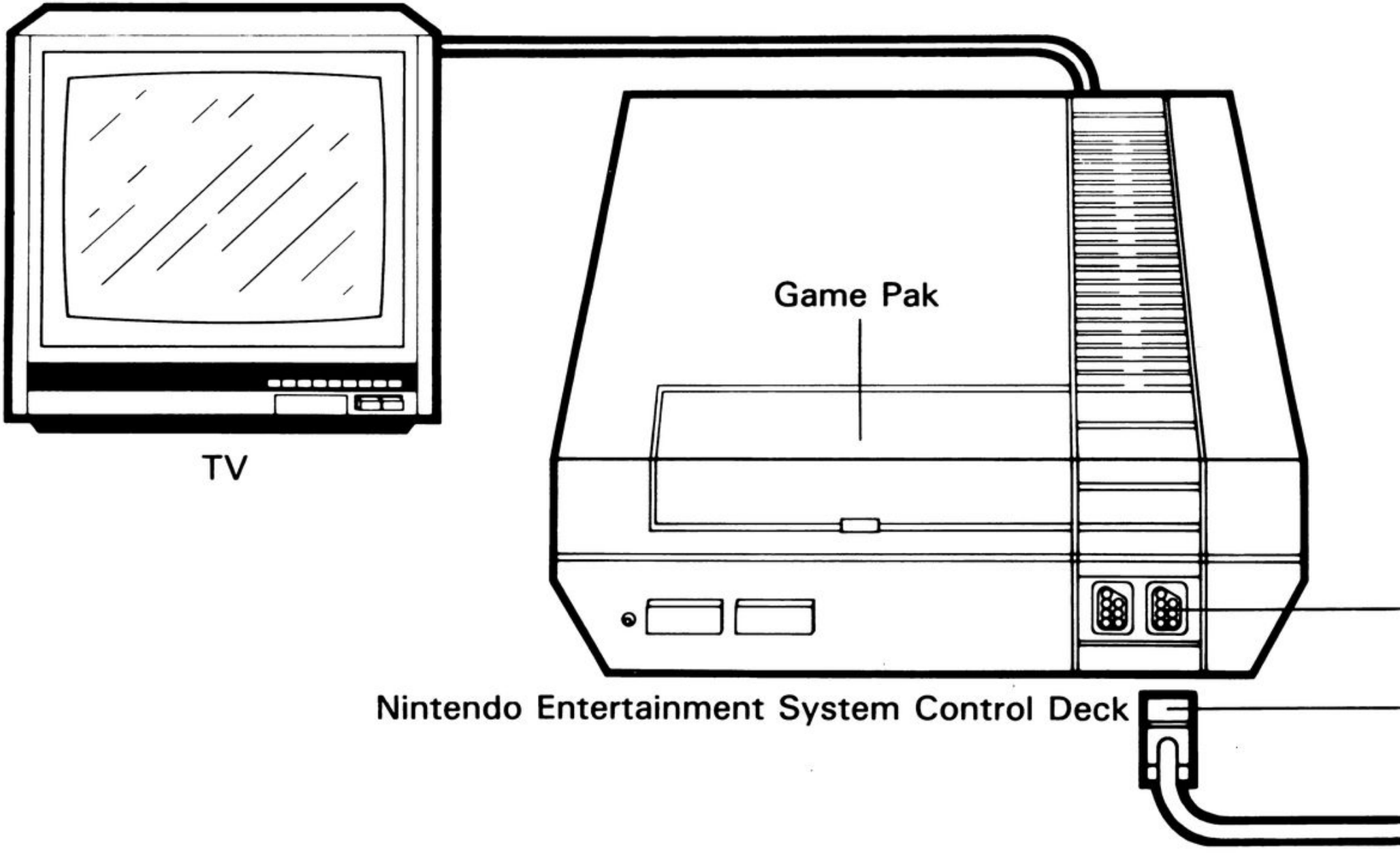
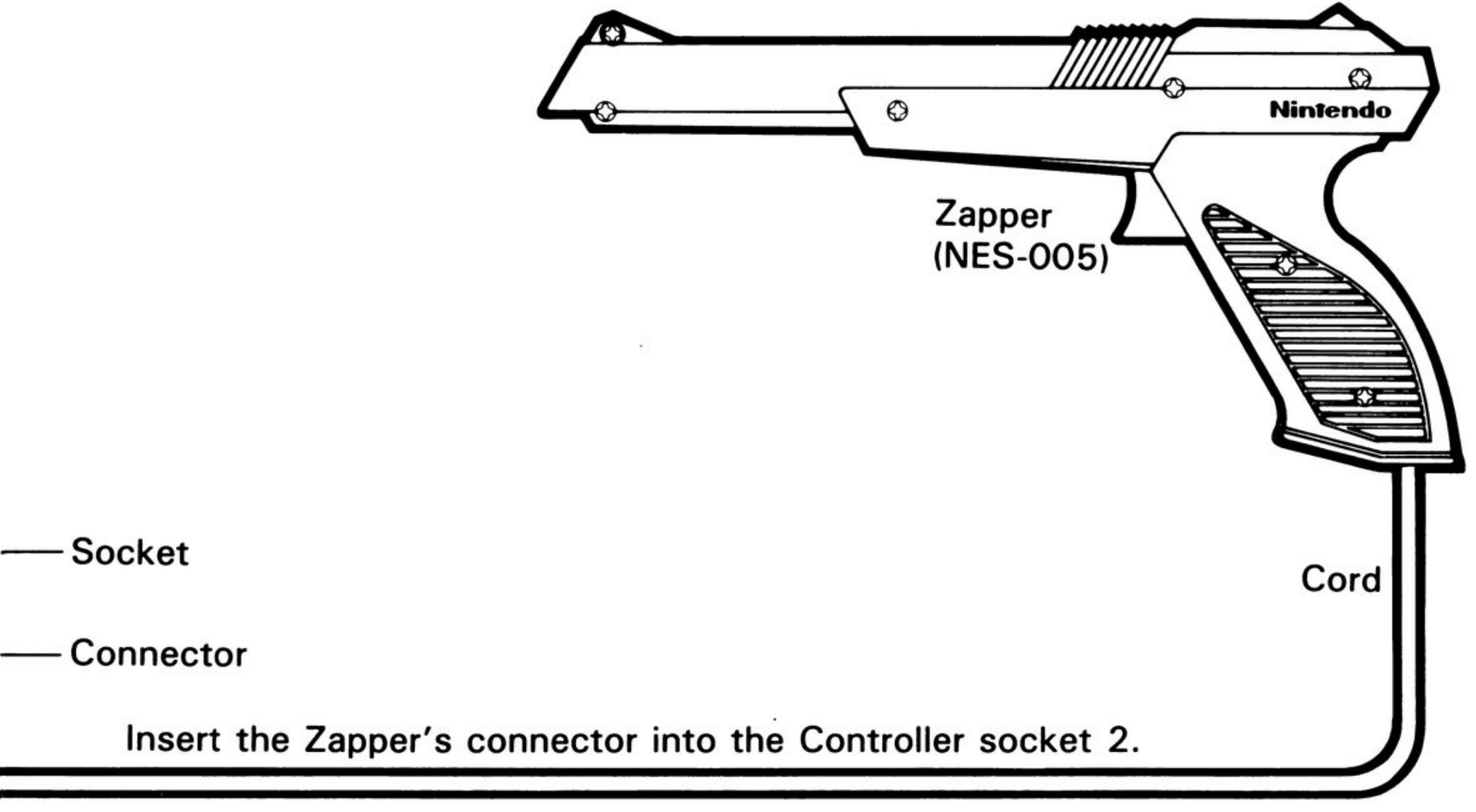
2. CONNECTING THE ZAPPER TO THE NINTENDO



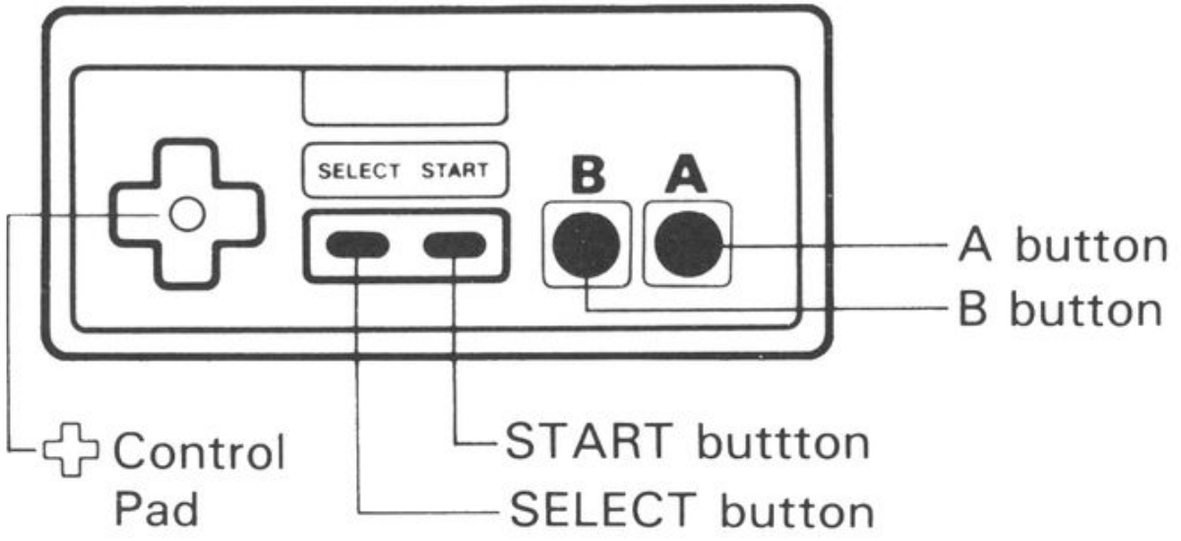
ENTERTAINMENT SYSTEM CONTROL DECK



Insert the Zapper's connector into the Controller socket 2.

3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

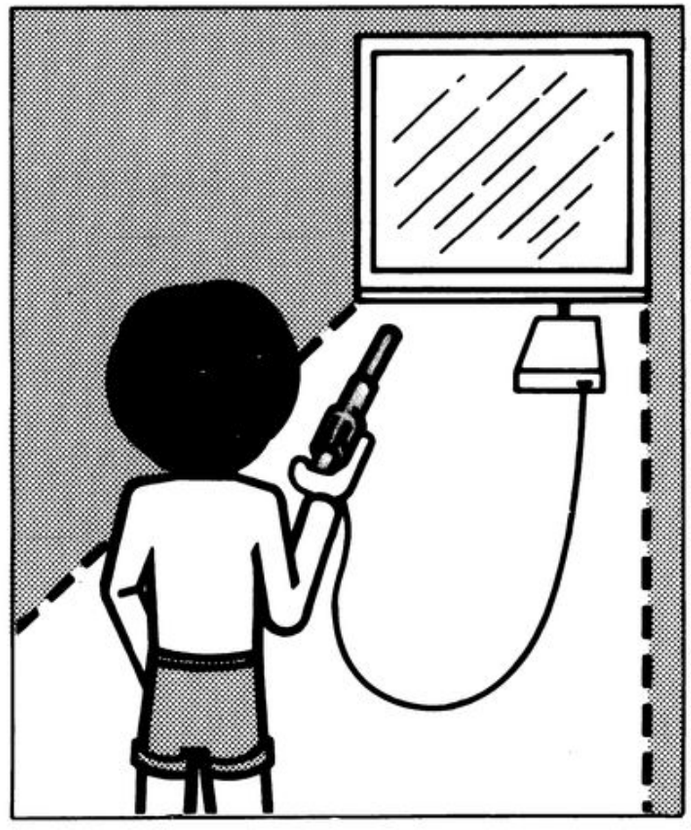
Controller 1



Controller 1 — The START button Pauses the game.
Zapper gun plugged into controller socket 2 - Used to start the game and to shoot at enemy space ships.

Pause: If you wish to pause your game, press the START button on controller number one. Press the START button again to continue play.

4. OPERATING THE ZAPPER



Target range: Approximately 6 feet

* The target range depends somewhat on the size of your TV.

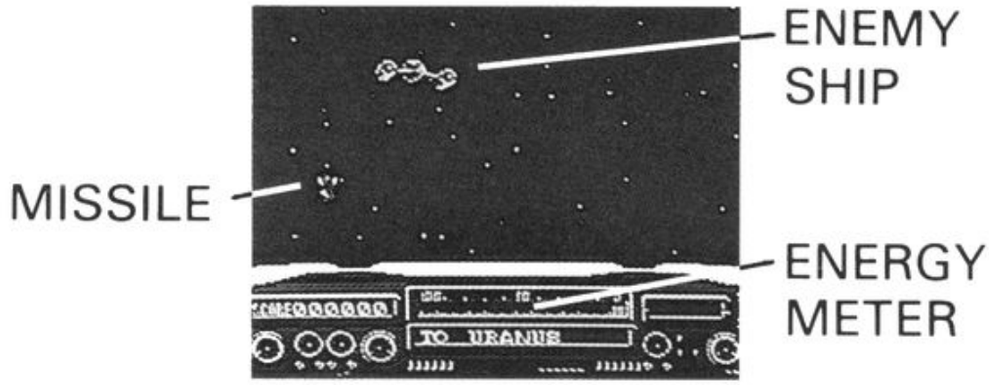
Adjusting the TV screen

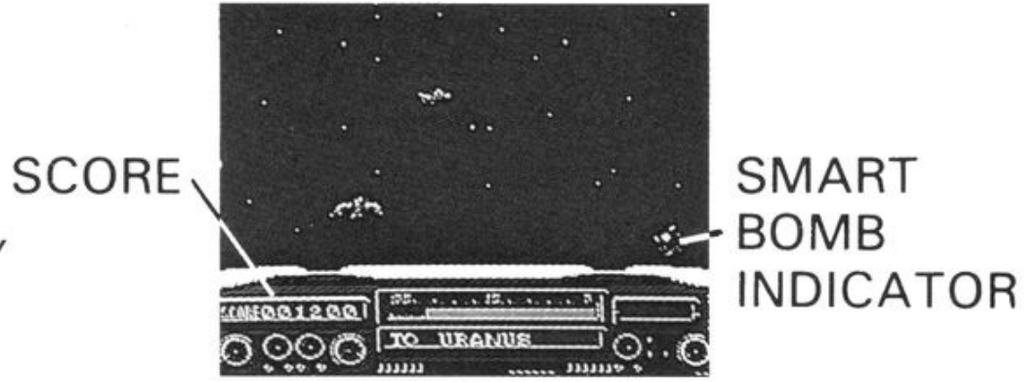
* The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Starting / Continuing the Game

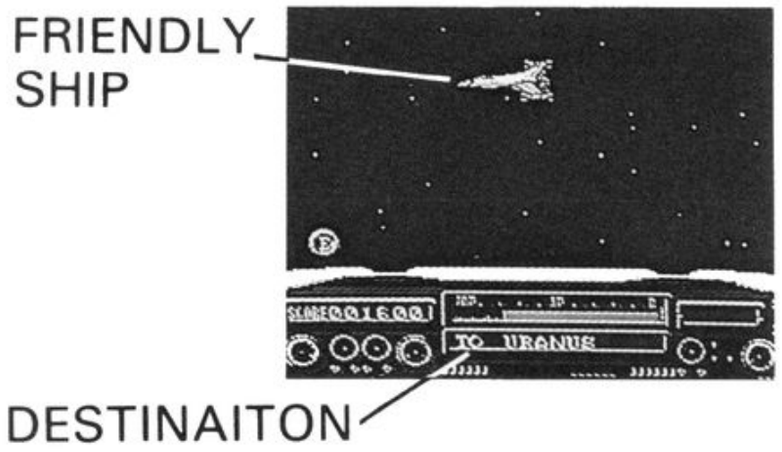
* Pull the trigger on the Zapper to start your game. If you lose all of your energy, the screen will read "CONTINUE." Pull the trigger on the Zapper and your game will start you at the beginning of the level that you were on.
  Note: You only get two continues per game.

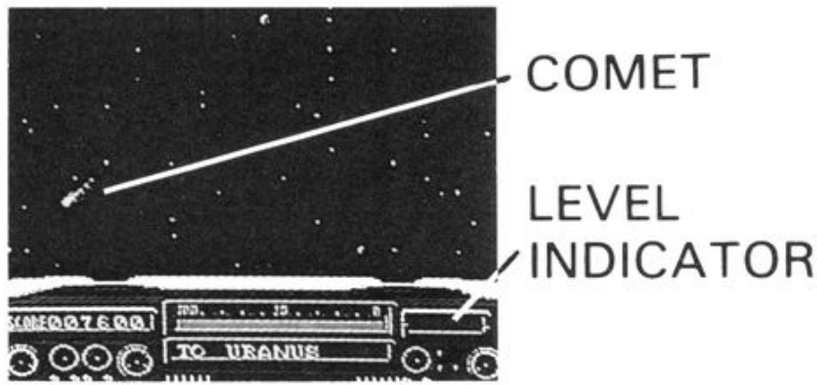
5. HOW TO PLAY





* Your object is to destroy as many enemy ships as possible and destroy the missiles that the enemies shoot at you.
* You gain extra energy when you shoot down an enemy ship
* You lose energy if you get hit by an object or if you shoot at an enemy and miss.
* If you lose all of your energy, your game will be over.
* If you shoot enough enemy ships in a row while your energy is 100%, you will be rewarded with a Smart Bomb. If you have a Smart Bomb, an indicator will appear in the lower right of the screen. Shooting this indicator with the Zapper will activate the Smart Bomb destroying all enemies on the screen (except for the enemy bosses at the end of each level.)

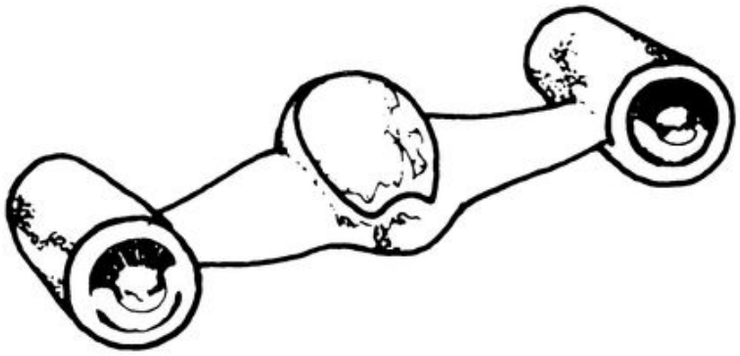




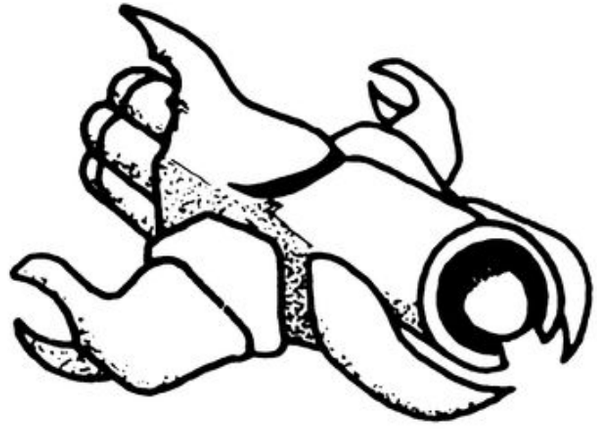
* Occasionally a friendly ship will cross the screen and the letter 'E' will appear in the lower left of the screen. If you quickly shoot the 'E', your energy will be increased. Be careful not to shoot the friendly ship or you will lose energy.
* When a comet appears, shoot it and you'll be rewarded with a Barrier Shield. This Barrier Shield will protect you from several enemy missile shots. Your dashboard changes color with each hit--when it turns red, it means you only have one hit left on your Barrier Shield.
* At the bottom of the screen, your destination is displayed. When you reach your destination, you will encounter an Enemy Boss. The Enemy Bosses require multiple hits and are much more difficult to destroy than the normal enemies.
* The Level Indicator shows how many of the special minerals you have obtained. This can be used to tell how many levels you have completed.

6. Enemies, bosses, and other objects.

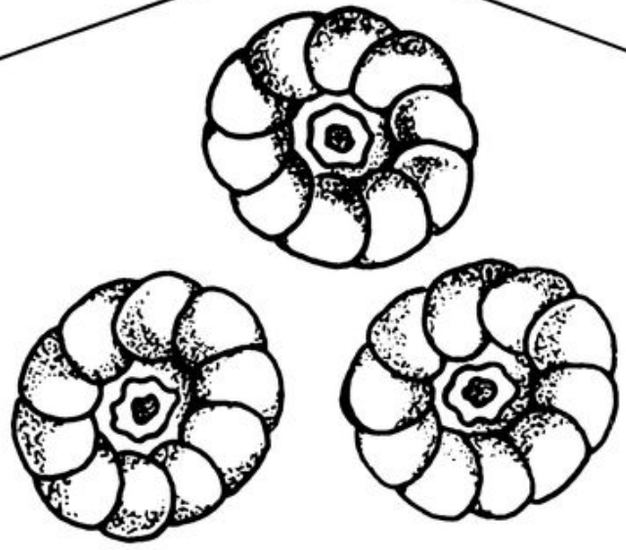
STAGE ONE



ZOOMER



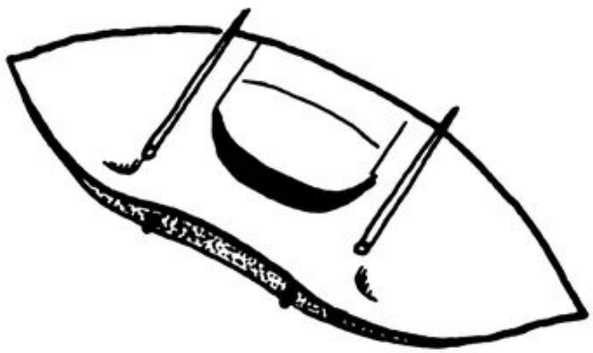
PIRANHA



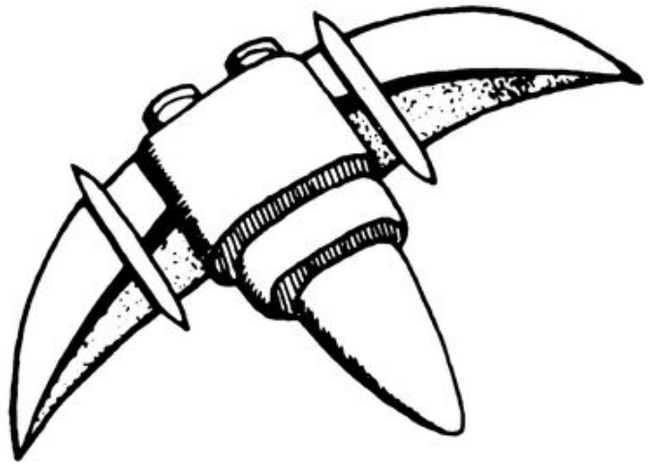
The first level boss, Tri-opticon, will give you nothing but trouble. His three segments spin as they attack!

TRI-OPTICON

STAGE TWO



MANTA

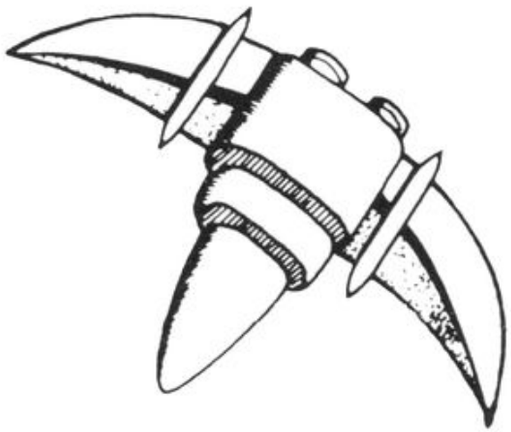


TRICEPTOR

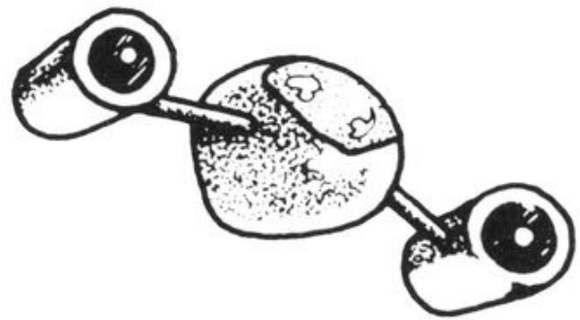
Zambuka swirls as he attacks. He has a weak spot that you must find in order to destroy him.

ZAMBUKA

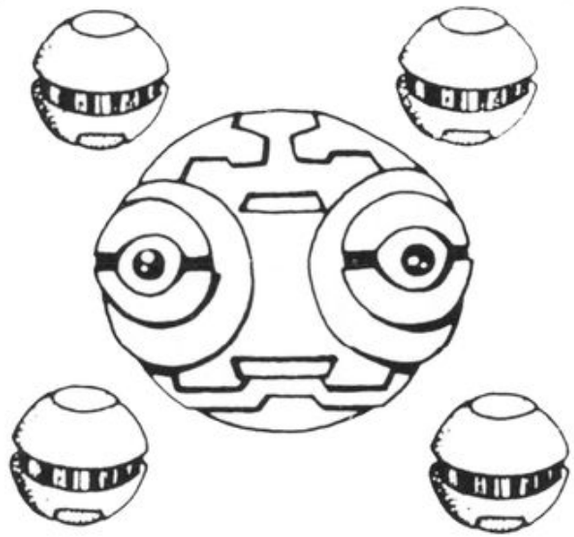
STAGE THREE



CRESCENT FIGHTER



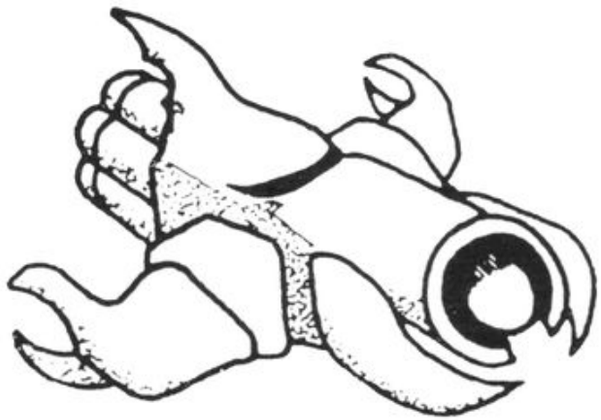
ZIPPER



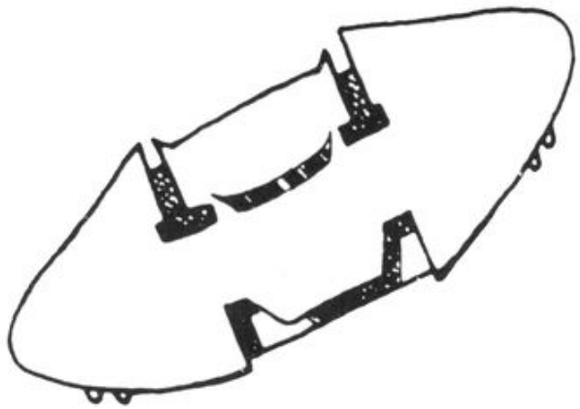
Gyron is a gigantic robotic defense droid. His four mini-satellites orbit around him.

GYRON

STAGE FOUR



SCRAMBLER



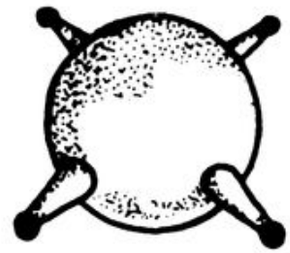
FOILER

NEMESIS

Not much is known about Nemesis. He is bound to be very difficult to defeat as he is the leader of the Raggosian protective forces.

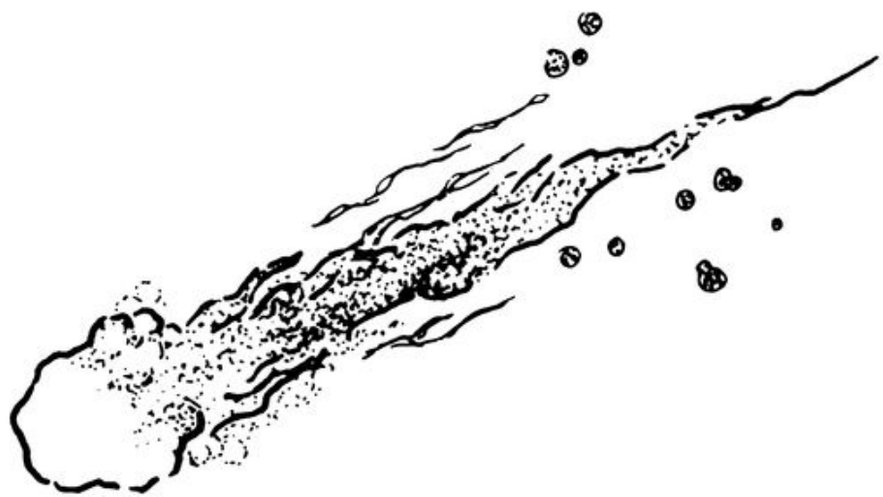
Other Objects

LASER BOMB



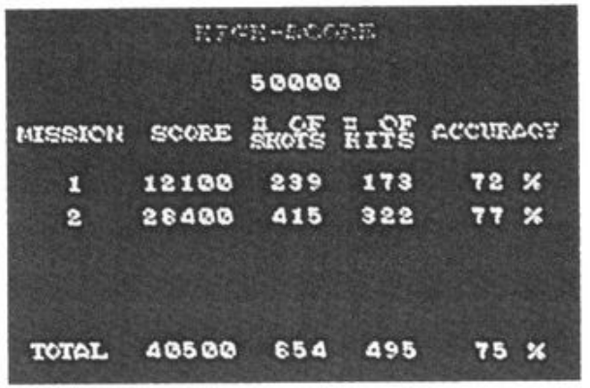
HYPER MISSILE

ASTEROID



COMET

At the end of each level and at the end of your game, a statistic screen will be shown. This screen displays the score, number of shots taken, number of hits, and an accuracy percentage for each level as well as a total for your entire game. The high score is also displayed. (Note: The high score is erased when the power is turned off.)



SCORING

Scores are accumulated as follows:

Enemy Spacecraft·····100 points X 1~3level
Enemy Boss ·····??? points

HINTS FOR BETTER PLAY

* Learn the patterns that the enemy ships use when attacking. If you know them well, you can anticipate the enemy's next move.
* Do not fire more shots than necessary as it will cause you to lose some of your energy.
* Save your Smart Bombs for when there are many enemies on the screen at once.

MEMO

MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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